

REMARKS

Claims 1-16 and 19-24 are pending. By this Amendment, claims 1, 8, 15, 16, 19 and 20 are amended. No new matter is added. Reconsideration of the application is respectfully requested.

The Office Action rejects claims 1, 8, 15 and 16 under 35 U.S.C. §112, first paragraph, asserting that the limitation "immediately before the first object starts moving" is not supported by the specification. Applicants respectfully disagree with this assertion.

As acknowledged by the Office Action, page 8, lines 10-13, for example, of the specification describe that an effect expression is added during the limited time right before the object starts the motion to right after the object has started the motion. That is, sometime between right before the object starts the motion and right after the object starts the motion, the effect expression is added. In this context, those skilled in the art would understand that the word "right" is a synonym to "immediately." Thus, the specification clearly supports that the plurality of effects objects are provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving, as recited in claims 1, 8, 15 and 16, in order to display the future motion of the first object by the plurality of effect objects. Thus, withdrawal of the objection is respectfully requested.

The Office Action rejects claims 1, 8, 15, 16, 19 and 20 under 35 U.S.C. §101. This rejection is respectfully traversed.

The Office Action asserts that independent claims regarding computer programs must be clearly stored in a computer readable storage medium. However, Applicants respectfully submit that independent claims 1 and 8 are directed to methods for generating an image in a virtual space. Therefore, claims 1 and 8 are not directed to computer programs.

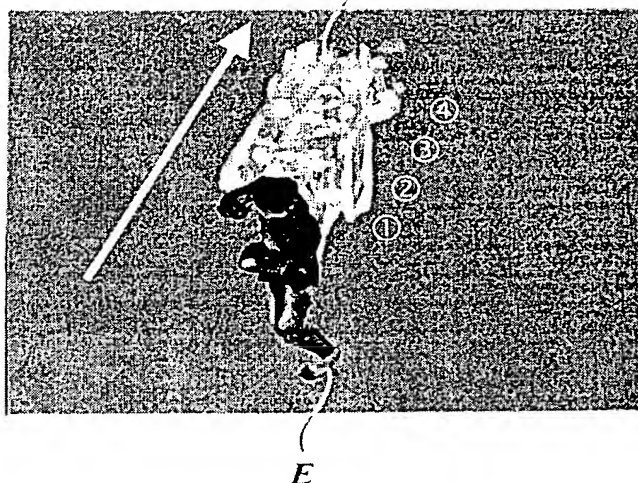
Claims 15 and 16 are amended to obviate the rejection.

Claims 19 and 20 are amended to clearly state that the program is stored in a computer readable storage medium as requested by the Office Action.

Accordingly withdrawal of the rejection is respectfully requested.

The Office Action rejects claims 1-16 under 35 U.S.C. §103(a) over Street Fighter Alpha 3 (<http://www.gamefaqs.com/console/psx/file/564869/323> and <http://www.youtube.com/watch?v=WEFUBAj1aEE>) (hereinafter "SF3") in view of U.S. Patent No. 6,847,364 to Dichter. Applicants understand that claims 19-24 are also rejected under this rejection as the Office Action provides grounds for rejecting claims 19-24. This rejection is respectfully traversed.

Independent claim 1 recites, *inter alia*, if it is judged to start the motion of the first object, displaying a plurality of effect objects at predetermined intervals, the plurality of effect objects provided three-dimensionally at the side that the first object is going to move from a location of the first object immediately before the first object starts moving. In other words, the plurality of effect objects associated with the object's future motion. Claim 1 also recites making the plurality of effect objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object after the first object starts moving. That is, each of the plurality of effects objects associated with the object's future motion is made disappeared as the motion of the object reaches to the respective position of the plurality of effect objects. Below is an annotated version of Fig. 12B of the present application.

FIG. 12B

Annotated Fig. 12B shows a top view of a character E that is right before starting in the direction indicated by an arrow. As shown in annotated Fig. 12B, each of the plurality of effect objects ①-④ displays an image of the character E at different points of its motion at predetermined intervals. In this example, each of the effect objects may look like the images shown in Fig. 4C. As the character E moves to its back side, the effect objects provided at the predetermined intervals disappear in order from the side of the character E. For instance, when the character E starts moving and passes the position of the effect object ①, the effect object ① disappears. Subsequently, when the character E passes the position of the effect object ②, the effect object ② disappears, and so on.

The Office Action asserts that the visuals of a teleportation move of the character M. Bison begins with the Bison character model changing into a "blue blur" version then disappearing from the gaming environment. The Office Action also asserts that M. Bison then reappears behind Akuma as the "blue blur" version then changing back into the regular character model. The Office Action then alleges that "[t]he first 'blue blur' effect of the animation indicates the beginning of a teleportation or the words of the claim limitation a 'going to move' event." The Office Action also alleges that the visual effects of the "blue

blur" disappearing correspond to making the plurality of effects objects sequentially disappear in proximate order from the location of the first object at a time in which it is judged to start the motion of the first object. Applicants respectfully disagree with these assertions and allegations.

SF3 on the YouTube video clip shows the character M. Bison teleports within a displayed area of the game by disappearing from the current position and, shortly after disappearing, re-appearing at a new position distant from its original point. This allows the character M. Bison very quickly move to a distant position so that the opponent character can be attacked from a different direction by the character M. Bison during the game. In this teleportation feature, when the character M. Bison is about to transport, the character M. Bison flashes and turns in blue (alleged first "blue blur") and disappears. Above the original position of the character M. Bison, a word "REVERSA", appears. A moment later, the character M. Bison re-appears at a new location as is still in blue ("blue blur"). When the color of the character M. Bison returns to its normal color, the character M. Bison is able to attack its opponent again.

However, SF3 does not show a plurality of images at predetermined intervals in the direction that the character M. Bison is going to move from a location of the character M. Bison immediately before the first object starts moving. The Office Action asserts that the second blue blur allegedly corresponds to the effect object. However, the second blue blur is the teleported character M. Bison, and not an effect object. Even if the second blue blur were considered to be the effect object (Applicant does not admit this), only one image of the second blue blur is displayed and is not at predetermined intervals. Moreover, when the character M. Bison re-appears in the second blue blur, the character M. Bison is no longer at its original position and thus has moved. As such, it is not immediately before the character M. Bison starts moving. Furthermore, even if the first and second blue blur are considered as

the recited effect objects, only the first blue blur is provided at the time the character M. Bison starts transporting. The second blue blur is not shown until the character M. Bison reaches to its destination. Further, those skilled in the art would not have been motivated to display the first and second blue blur at the same time because doing so would allow the opponent character know the destination position of the teleporting character M. Bison and attack the character M. Bison as it reaches to its destination. In addition, the "teleportation" does not usually mean to create the same object at two different locations at the same time. SF3 also does not teach or suggest that the character M. Bison can be at two different positions.

Furthermore, claim 1 recites that each of the plurality of effect objects shows at least a respective sequence of a part of the first object in a continuous motion.

In SF3, the first and second blue blurs of the character M. Bison's teleportation featured do not show a respective sequence of a part of the character M. Bison's motion. The YouTube video clip appears to show that when the character M. Bison transports to a distant location, the image of the character M. Bison before and after the transportation appears identical. Thus, the first and second blue blurs are not in a respective sequence.

The gamefaqs.com description merely describes the teleportation movement and how to achieve such movement in the game. The gamefaqs.com description does not provide any additional information to the YouTube video clip and thus does not overcome the deficiencies of the YouTube video clip. At least for these reasons, Applicants respectfully submit that claim 1 is patentable over SF3.

Independent claim 15 recites features similar to claim 1. Therefore, claim 15 is patentable over SF3.

Independent claims 8 and 16 recite features similar to those recited in claims 1 and 15. In addition, claims 8 and 16 each recite that the effect object is provided three-dimensionally

at a position on a way during the motion, and that the effect object shows an appearance of the first effect at the position on the way during the motion. The support for these amendments is found in the specification at, for example, paragraphs [0075] and [0082].

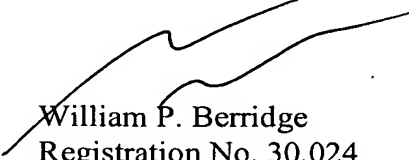
As discussed above, during the character M. Bison's "teleportation" movement, the second "blue blur" merely shows the character M. Bison fading in as he reappears at the distant location. Therefore, the character M. Bison is never displayed at any position on his way. Thus, Applicants respectfully submit that claims 8 and 16 are patentable over SF3.

Dependent claims 2-7, 9-14 and 19-24 are allowable at least for their dependence on claims 1, 8, 15 and 16, as well as for the additional features they recite. Accordingly, withdrawal of the rejection is respectfully requested.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance of the claims are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,



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